

Horus Heresy Kill Team Draft Rules

These rules are an adaptation of the 40K Kill Team game. The rules are intended to develop narrative gameplay in the 30K universe

Your Forces:

Your initial force is designed to represent your chosen hero and members of his previous squad who have volunteered to join him in his endeavours. It is encouraged that backstories are written for your Delegatus and his men and that these stories evolve as you take them into battle. Your initial force consists of:

- 1x Legion Delegatus Consul with bolter, bolt pistol and power weapon
- 5x Legion Veterans with bolter, bolt pistol and close combat weapon and the 'Resolve' Veteran tactic¹.

You then have 200 points to purchase additional troops and equipment. All models in 30K Kill Team games are considered to have the Independent Character USR and are purchased at the indicated 'additional troop value' in the army book². All purchased troops are considered as standard troops (not Sergeants or named equivalents) with access to all standard equipment and any 'number restricted' equipment.³ Your Initial Force has access to all of their equipment options unless it breaches any of the Specific Kill Team Rules as outlined below.

Specific Kill Team Rules:

The following rules apply to all Legiones Astartes Kill Teams:

- Kill Teams must be selected from a single Legion, this still applies to players using the Shattered Legions army list
- No invulnerable saves better than 5+
- No 2+ saves of any kind
- No models with an Armour Value may be chosen
- No models with S6+ or T7+ may be chosen
- You cannot have more than 2 models from the Heavy Support section of the army list
- A Kill Team must contain models from at least 3 different units⁴
- Only 3 models that have the 'Jump Infantry' special rule may be chosen.
- A maximum of 2 AP3 or better ranged weapons may be selected and a maximum of 4 AP3 or better close combat weapons may be selected
- Up to 3 Models from those purchased may be identified as 'Specialists' and may be given a single Veteran Tactic for free
- A model may only target one enemy model in the shooting phase⁵ but may attempt to charge a different enemy model if he kills his target in the shooting phase.
- 1 model must be upgraded to a Sergeant (or named equivalent) and will have access to it's relevant equipment options
- Where a purchased unit has access to a USR, they may choose freely from their available options and do not have to match other models purchased from the same army list entry

¹ Your veterans may purchase additional equipment as per the rules indicated but cannot swap their Veteran Tactic.

² If you wish to add an additional Legion Assault Marine, it will cost you the indicated 'additional Assault Space Marine' cost of +13 points

³ For example if a unit has an option for '1 in 5 may take the following...' the model counts as being that 1 in 5.

⁴ The compulsory Veteran Squad counts for this purpose but the Delegatus does not.

⁵ Standard rules for template and blast weapons apply.

- All models should try to abide by the WYSIWYG rule, if you can't manage this be sure to indicate to your opponent who each character is and what they are equipped with.

Narrative Rules

Because 30K Kill Team games are designed to tell epic stories of specialist teams going against the odds, there is an RPG element factored into games to reflect the success, failures and evolution of the team and it's members. This takes the form of Character Growth and Casualties.

Character Growth:

Models gain experience points which can be used to upgrade their stats, these are earned in the following way:

- Each enemy kill = 1 XP
- Completes an objective = 1 XP
- Survives a game = 2 XP
- Play of the Game⁶ = 2 XP

Because XP is key to unlocking upgrades it is important that you keep track of what each of your team members do during a battle.

Upgrades can be spent on the following:

Upgrade	XP Cost	Maximum
+1 WS	10	WS6
+1 BS	10	BS6
+1 S	10	S5
+1 T	10	T6
+1 I	5	I6
+1 W	15	Max W3
+1 Veteran Tactic	20	Two per model
Sergeant Upgrade	10	One use per model

Casualties:

If a model is killed during a battle and removed from the table, at the end of the game roll on the following chart to see what happens to them:

⁶ Play of the Game is awarded to one model per side who performs the most impressive/heroic/insane act of the game. This is at the player's discretion but should be used in the spirit of the game, not to just buff a particular character with extra points.

D6 Roll	1	2-3	4-5	6
Effect	Duty's End The character has died from their wounds, their name is written on the Role of Honour and they are removed from your army roster. All equipment they had is returned to your armoury for redistribution.	Grievously Wounded. Your character must spend more time recovering in the Apothecarium - it will therefore be unable to participate in the next battle but will resume normal duties after that.	Just a scratch... The character can fight on but does so at a reduced effectiveness. The character fights at I -1 for the next battle (to a minimum of 1).	Tis' nothing! The character shrugs off the injury and is available for selection with no side effects or impediments.

If your Delegatus is killed and rolls Duty's End on the casualty chart, your nominated Sergeant, or if they have also been killed, the most senior member of the Kill Team⁷ must take his place. He retains his current stat-line but gets all of the Delegatus' special rules and may use the Delegatus' equipment. He will also gain the Hatred USR with the target being the specific Legion that was responsible for his former commander's death.

Casualties can be replaced but this takes one battle to organise. A like-for-like unit may be brought in or the dead unit's cost (minus additional equipment) may be spent on buying a different unit. This cost may be stock piled if you wish to purchase a more expensive unit later on. Please keep a note of how much 'credit' your force has available.

The Enemy:

Most of the time Kill Teams are not hunting out other Kill Teams and will instead be doing more significant things like raiding outposts, blowing up depots or assassinating enemy commanders. If you choose to play this sort of Raid Scenario, the enemy forces should comprise the following:

Each of these units has the Independent Character USR and is deployed in a sentry position at the start of the game (Kill Teams always deploy second). They may move 3" per turn until the alert has been sounded. This takes place when either:

- One of the models has been the target of a shooting attack and a friendly model was within 6"
- A Kill Team member has passed within 8" of their forward Line of Sight (for this purpose treat them like vehicles) without engaging them in close combat
- They survive the first round of close combat with a Kill Team member
- Turn 4 starts

Once the alert has been sounded that may act as normal from that point onwards.

Defending Forces:

Raid Mission:

15x Tactical Marines with standard equipment.

Assassination Mission:

1x Legion Centurion with bolter, bolt pistol and power weapon

10x Tactical marines with standard equipment

5x Veteran Tactical Marines with standard equipment and the Resolute Veteran Tactic

Depot Mission:

10x Tactical Marines with standard equipment.

1x Contemptor Dreadnaught with assault cannon and close combat weapon - The dreadnaught is held in reserve and is not activated until the turn after the alert has been sounded.

⁷ The character with the most XP

Remember, this force is not balanced and is not intended to defeat the Kill Team, just make life difficult for them! You can of course work out between you what would be suitably cinematic between you and play with that.

If you do wish to play Kill Team vs. Kill Team, all of the standard deployment rules apply.